**Product Name: Infected Zoo**

**Introduction**

Purpose:

System overview:

Overall description:

Target audience:

Stakeholders:

**Game functions:**

**Constraints:**

**Programming languages:**

Javascript or C#-script.

**Functional Requirements:**

* Functional collision - no falling through platforms, jumping through walls, get stuck in a platform or wall.
* Set a certain winning condition. (Number of kills, first person to reach a set amount of points – king of the hill (?))
* Character select – different skins.
* All characters shall have be able to jump and double-jump.
* The game is a local multiplayer game.
* Posting score on the web demands login for submit to web. Through Facebook?
* Generate stats for the web to post online with a leaderboard.
* If a character is under water, this character will lose air which will be displayed with a breathing bar
* A character is invulnerable a few seconds after spawn.
* Spawn points will be placed around the level, a dead character will spawn at one of these points chosen at random
* A character shall be able to teleport with the use of caves and passageways
* When disconnected (online) – error handling
* Power ups, change level design. (?)(Water into lava etc.)
* The health of each player shall be visible at all times on the screen.
* Damage done to a player shall be displayed above the recipients head. (Particle)
* If a character attacks a defending character the damage is neglected and a push back is applied to the defender.
* Animations for each character.
* Simple input trough keyboard and/or controllers
* Options - Sfx, music volume, controller layout

**Non-functional requirements:**

**Webbsite functions:**

**Constraints:**

**Programming languages**

HTML5

CSS

JavaScript

Python

Flask

**Functional Requirements:**

**Pages:**

* Play (index)
* Comments
  + Comments field where you write your name and comment.
  + Update flow in real time.
* About the project
  + description about the project
  + pictures (concept art, pictures related to the project)
  + description of the characters
* Leaderboard
* Footer
  + Contact info

**Global Navigation**

* An icon as a home button. The icon is a picture of the playable characters.
* ”you are here” indicators

**Non Functional Requirements:**

* W3C Standard
* Search engine optimizing
* Error handeling (404, most common errors)
* Responsive design (so the page looks good even in smartphones)
* Descriptive URL